

4. Resolving Ideas or Working Drawing or Model:

- Select the experimental model, which you consider best meets the requirements of the design brief.
- Make any necessary adjustments related to shape and form, methods of construction, special features, images and lettering and the materials you will use.
- Using this model, make a flat plan of your box, which contains all the required components such as top, bottom, sides, flaps and tabs. This plan must be accurate in its relative dimensions.
- Use this plan as a template in developing final artwork for your box.
- Try out a number of media and techniques which will provide the high quality of finish required such as poster paint, felt pens, photography, computer graphics, and screen printing.
- Use the most appropriate media and techniques to apply images and/or text to surface of your box.

5. Making: Producing the final Box/Packaging in your chosen product:

- Using the appropriate materials for your product, create your Box/Packaging based from your model plan.
- You may use paint, fabric, coloured paper, construction paper, cardboard or any suitable material to work on the surface of your project.
- Use appropriate technique.

6. Evaluating your Box/Packaging:

- Did I achieve the intended outcome of my project?
- Am I happy with the outcome of my work? What makes my project stand out?
- Did I use the materials and techniques to the best potential?
- Which part of my project is most appealing?
- How did I resolve the art problems of my project? Etc...

7. Presenting "In the Box" to the class:

- In an atmosphere of a client-company mode, present your Project to the group making a persuasive selling of your product.
- Any relevant discussion about your project.